

\*\*\*\*\*

# AMSTRAD SWORDS & SORCERY

## DISC VERSION INSTRUCTIONS

\*\*\*\*\*

1) To Run type RUN "SWORDS"

2) When you use the SAVE GAME option to save the game, your character & current game position will be stored on the disc.

Ensure that there is at least 20k free on the disc.

3) The character is stored in a file called LEVEL1.BIN. The previous stored position is renamed LEVEL1.BAK and the previous backup is lost. If you want to keep more than one character then use separate discs for each or rename the LEVEL1.BIN file to something else after the game. Rename it back to LEVEL1.BIN to use it again.

4) The game disc is protected against unauthorised copying. You can however use it to store 1 game position, and can copy the file LEVEL1.BIN. You cannot catalog the game disc.